

## **Appendix B**

### **Clean Copy of Pending Claims as of August 23, 2001**

1. (Amended) A system in a network conferencing environment for delivering a plurality of video or audio signals, the system comprising:  
a plurality of transmitters for transmitting a set of data streams onto a network, where the set of data streams is generated from the plurality of video or audio signals and at least one of the transmitters includes a silence suppressor for removing silences or background from the data streams of the audio signals transmitted by the said at least one transmitter; and  
at least one receiver for receiving the set of data streams from the network and recovering the data streams into audio or video signals, the receiver including a demultiplexer for dynamically selecting a subset of the set of data streams and two or more receiver payload handler modules and two or more corresponding decoder modules for handling and decoding two or more types of the data streams.
2. (Twice Amended) The system of claim 1 wherein one of the payload handler modules handles audio G.711 data and another handlers G.723.1 data and one or more of the decoder modules decodes audio G.711 data and another decodes audio G.723.1 data.
3. (Amended) The computer system of claim 2 further comprising a demultiplexer operatively coupled to the two or more receiver payload handler modules for routing data to one of the receiver payload handler modules based on data type.
4. (Amended) The computer system of claim 2 further comprising a demultiplexer operatively coupled to the one or more decoders for routing data to one of the decoders based on data type.

5. The computer system of claim 1 further including an audio mixer operatively coupled to the two or more corresponding decoders.
6. The computer system of claim 1 further including a media rendering module operatively coupled to the one or more decoders.
7. The computer system of claim 1 wherein one or more of the payload handlers includes: means for reassembling or combining two or more data packets, means for reordering data packets, means for detecting and rejecting duplicate data packets, or means for computing and compensating delay jitter.
8. The computer system of claim 1 further including means for streaming date.
18. (Amended) A method of conducting a network conference with two or more computer systems, the method comprising:
  - monitoring incoming audio or video data for each of a plurality of conference parties for active or inactive status;
  - monitoring incoming audio or video data for a new speaker;
  - replacing audio or video data having the inactive status with data for the new speaker;
  - receiving audio or video data from first and second computer systems;
  - determining the type of the audio or video data from the first computer system;
  - routing the audio or video data from the first computer system to a first decoder based on the determination of the type of audio or video data;
  - determining the type of the audio or video data from the second computer system; and
  - routing the audio or video data from the second computer system to a second decoder based on the determination of the type of audio or video data.

19. The method of claim 18 further comprising:  
decoding the audio or video data from the first and second computer systems; and  
rendering the audio or video data from the first and second computer systems.
20. The method of claim 19 wherein the audio or video data from the first or the second computer system is audio G.711 data, audio G.723.1 data, video H.261, or video H.263 data.
21. (Twice Amended) A network conferencing system comprising:  
a real-time transport protocol(RTP) compliant demultiplexer that is adapted for:  
receiving a plurality of RTP compliant data streams from a network;  
dynamically selecting a portion of the RTP data streams; and  
routing one or more RTP data streams of the portion based on data type;  
two or more receiver payload handler modules coupled to the demultiplexer for  
handling routed data streams;  
two or more decoder modules coupled to the demultiplexer for decoding data; and  
a rendering module coupled to the decoder for playing back one or more RTP data  
streams.
22. A machine readable medium comprising instructions for implementing the modules  
of claim 18.
23. A machine readable medium comprising instructions for implementing the method of  
claim 21.

24. (Amended) A computerized conference system comprising:

receiving means for receiving, via a communications network, respective first and second sets of data of respective first and second data types from respective first and second conference participants;

first and second decoder modules for respectively decoding the first and second types of data;

means for routing data received by receiving means to the first or the second decoder module based on data type;

means for determining whether one or more of the first and second sets of data is associated with an inactive conference participant; and

means, responsive to determination of the inactive conference participant, for substituting a third set of data from a third conference participant, for at least the one of the first and second sets of audio data associated with the inactive conference participant.

25. A method of operating a computerized conference system, comprising:

receiving, via a communications network, first and second audio data streams having respective first and second types of audio data from respective first and second conference participants;

decoding at least a portion of the first audio data stream in a first decoder for the first type of audio data;

decoding at least a portion of the second audio data stream in a second decoder for the first type of audio data;

determining whether one or more of the first and second audio data stream is associated with an inactive conference participant; and

substituting a third audio data stream for at least the one of the first and second audio data streams, the third audio data stream associated with the inactive conference participant.

26. A conference system for large numbers of participants, comprising:  
means for receiving a plurality of audio data streams from a corresponding plurality of conference participants;  
means for selecting a subset of the plurality of audio data streams; and  
means for rendering the selected subset of audio data streams.
27. The conference system of claim 26:  
wherein the selected subset of audio data streams includes a first audio data stream formatted according to a first protocol and a second audio data stream formatted according to a second audio data protocol; and  
wherein the system further comprises:  
first and second decoder modules for decoding respective first and second types of audio data; and  
means for routing the first and second audio data streams respectively to the first or the second decoder modules.
28. The conference system of claim 27:  
wherein the selected subset of audio data streams includes a first audio data stream and a second audio data stream; and  
wherein the system further comprises:  
means for determining whether one or more of the first and second audio data streams is associated with an inactive conference participant; and  
means, responsive to determination of the inactive conference participant, for substituting a third audio data stream from a third conference participant, for at least the one of the first and second audio data streams associated with the inactive conference participant.

29. A conferencing method comprising:  
receiving a plurality of audio data streams from a corresponding plurality of conference participants;  
selecting a subset of the plurality of audio data streams; and  
rendering the selected subset of audio data streams.
30. The method of claim 29:  
wherein the selected subset of audio data streams includes a first audio data stream formatted according to a first protocol and a second data stream formatted according to a second protocol; and  
wherein the method further comprises:  
providing first and second decoder modules for decoding respective first and second types of audio data; and  
routing the first and second audio data streams respectively to the first and second decoder modules.
31. The method of claim 29:  
wherein the selected subset of audio data streams includes a first audio data stream and a second audio data stream; and  
wherein the method further comprises:  
determining whether one or more of the first and second audio data stream is associated with an inactive conference participant;; and  
substituting a third audio data stream from a third conference participant. For at least the one of the first and second audio dat streams associated with the inactive conference participant.

32. (Amended) A conferencing method comprising:
- receiving a plurality of data streams from a corresponding plurality of conference participants;
  - selecting a subset of the plurality of data streams;
  - rendering the selected subset of data streams.
  - determining whether one or more of the first and second data streams is associated with an inactive conference participant; and
  - substituting a third data stream from a third conference participant, for at least the one of the first and second data streams determined to be associated with the inactive conference participant.
33. (Amended) The method of claim 32, wherein the selected subset of audio data streams includes a first audio data stream formatted according to a first protocol and a second audio data stream formatted according to a second protocol.
34. (New) The method of claim 32, wherein the selected subset includes a first video data stream formatted according to a first protocol and a second video data stream formatted according to a second protocol.
35. (New) The system of claim 1, wherein the data streams in the selected subset are most recently activate data steams.
36. (New) The system of claim 24, wherein the first and second sets of data are audio signal data.